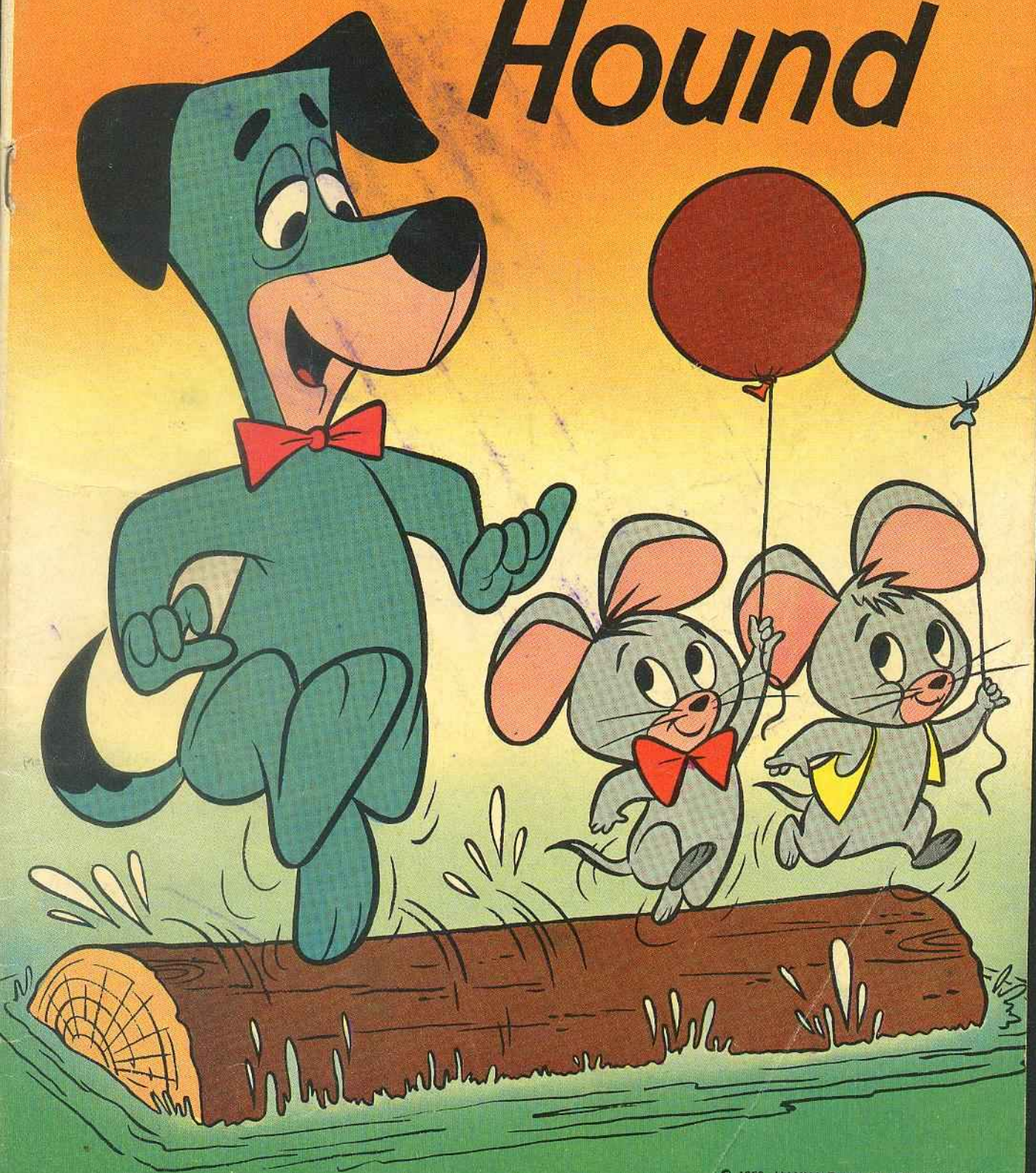


DELL

OCT.-DEC.
NO. 1050

Still 10¢

Huckleberry Hound



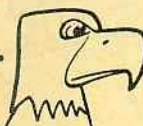

SOUND HOUND ADVICE



Gather 'round your old pal, Huckleberry Hound, because he's sounding off with some things he thinks you ought to know! To make advice seem like fun, work the rebus puzzles and see what sound suggestions Huckleberry has for you! For answers, turn the page upside down.

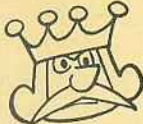


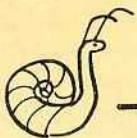
1.

BE TRUE TO YOUR TEETH, OR
SOMEDAY THEY MAY BE

F +  - gee +  - goo!


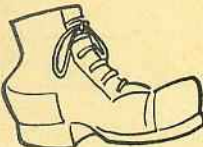

2

WHEN YOU HIT THE NAIL ON THE HEAD,
MAKE SURE IT'S NOT YOUR

4 - *our* +  +  -  +  - *KS!*



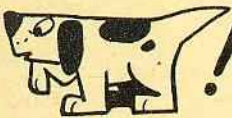
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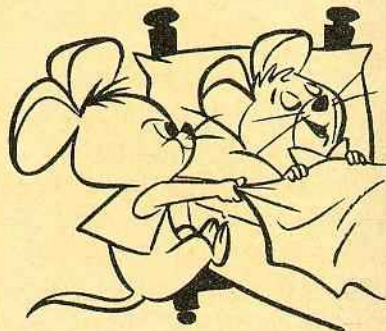
PEOPLE WHO DO AS THEY PLEASE, NEVER

 +  -  - *hic!*

4

GETTING UP EARLY IS MERELY
A MATTER OF MIND OVER

 + *got* +  -  !



ANSWERS: 1. False 2. Fingernail 3. Please 4. Mattress

HUCKLEBERRY HOUND

The PART TIME PIRATE



WELL, I DO DECLARE! I'VE LONG HAD A HANKERIN' TO GET A GOOD GANDER INSIDE ONE OF THOSE!

STEP RIGHT UP, MATE! SHE'S OPEN TO THE PUBLIC!



HOW LONG CAN I SNOOP AROUND FOR THAT HUNK O' CHANGE?

FOR QUITE A LONG TIME, MATE!



OH-OH! NO TIME TO WAIT FOR ANY MORE CUSTOMERS!

NOW IF THEY HAD A REAL PIRATE HERE, TOO... THAT'D BE THE STUFF!



ER...YOU OUGHT NOT PULL UP THE ANCHOR, CHUM!

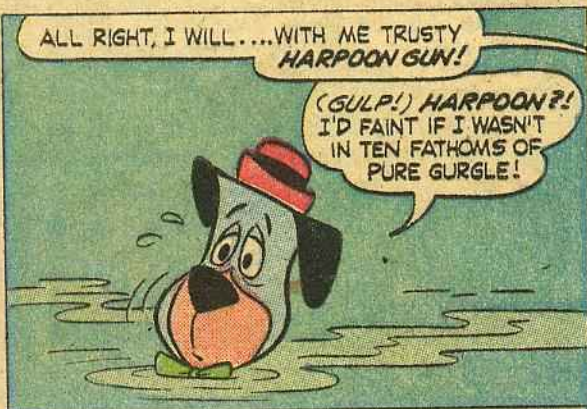
HMM! YOU'RE RIGHT...

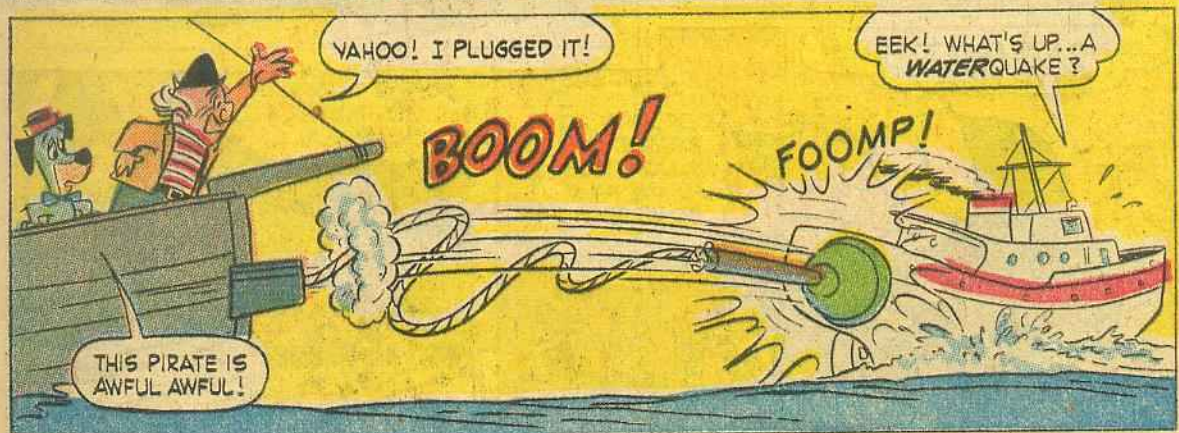
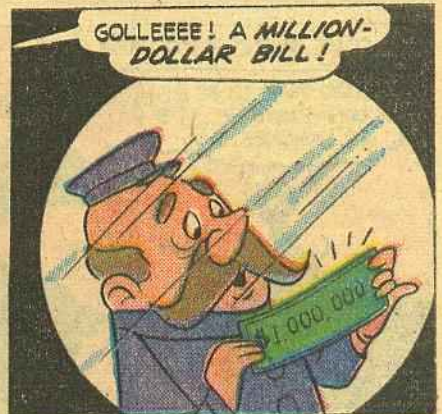


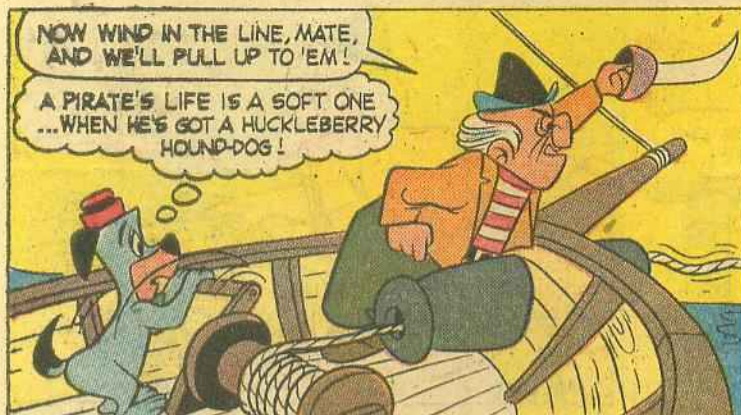
YOU HAUL IT UP! AFTER ALL, YOU'RE MY CREW ON THIS VOYAGE!

OH, YEAH? SAYS WHO!?

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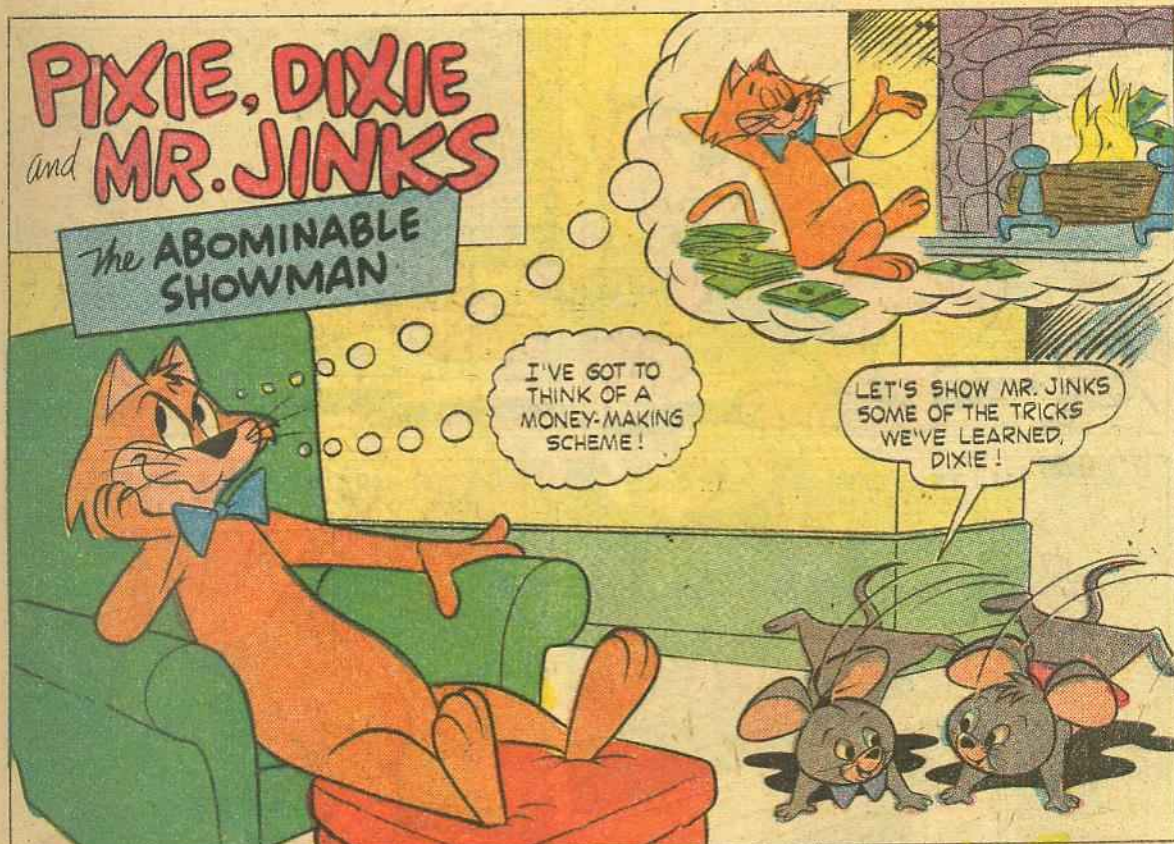


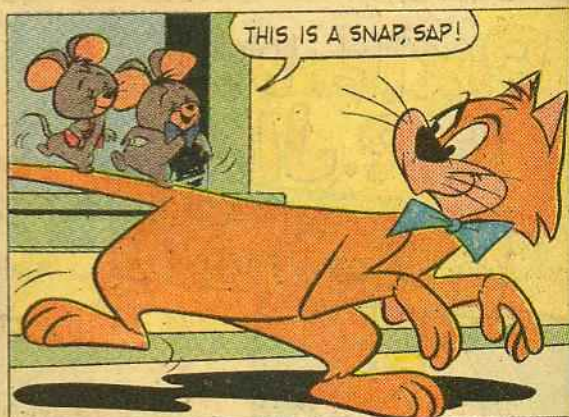




PIXIE, DIXIE and MR. JINKS

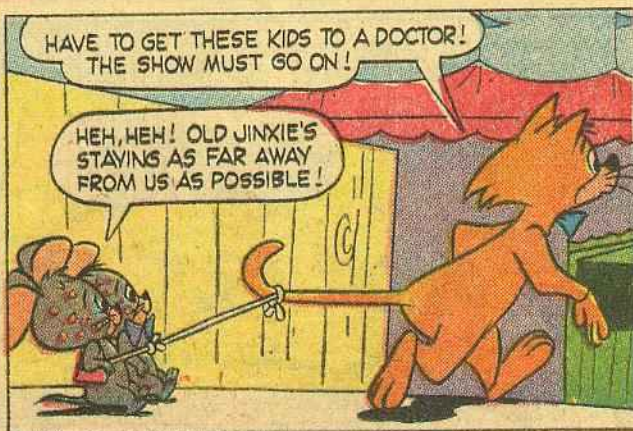
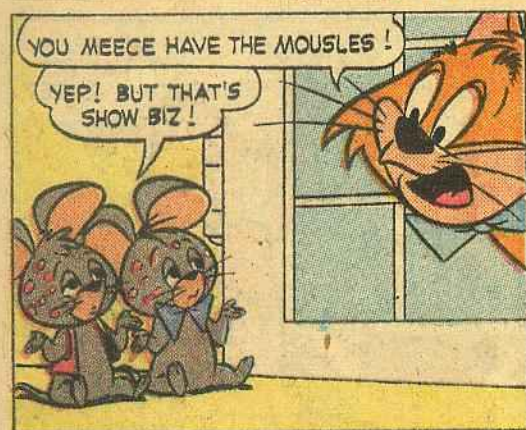
The ABOMINABLE SHOWMAN

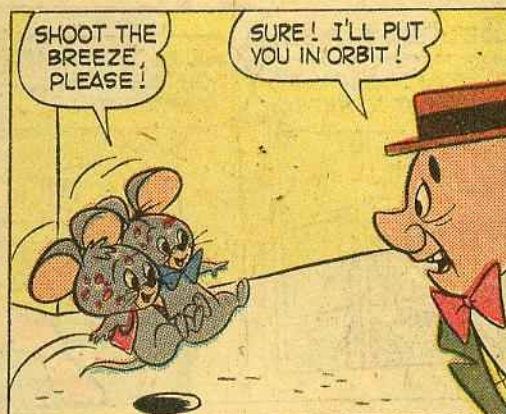
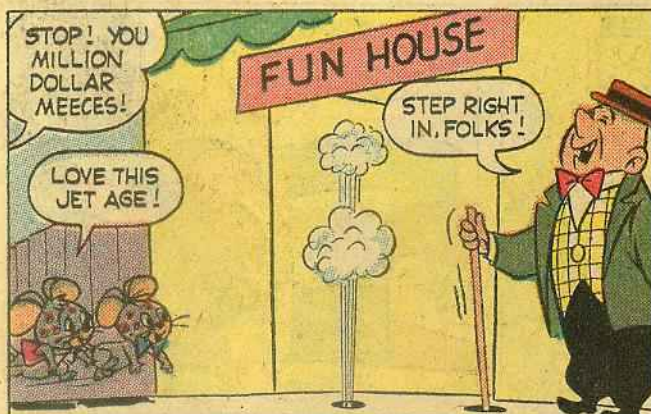
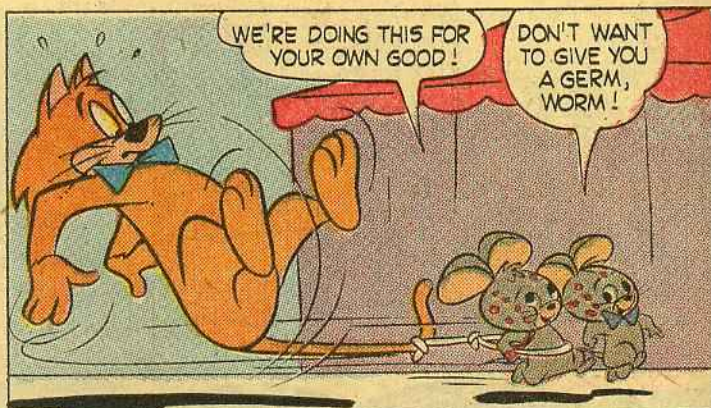


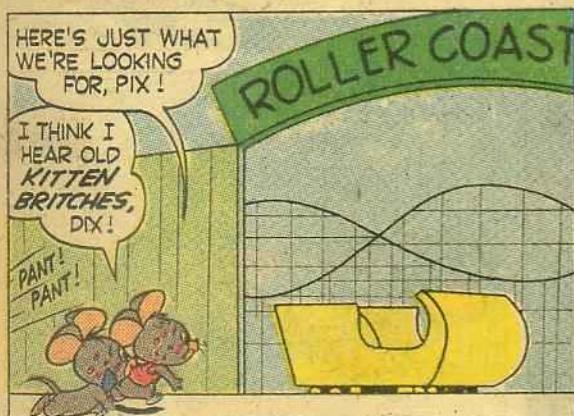


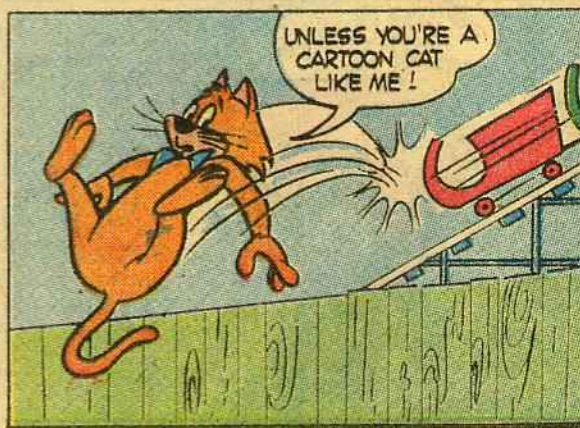
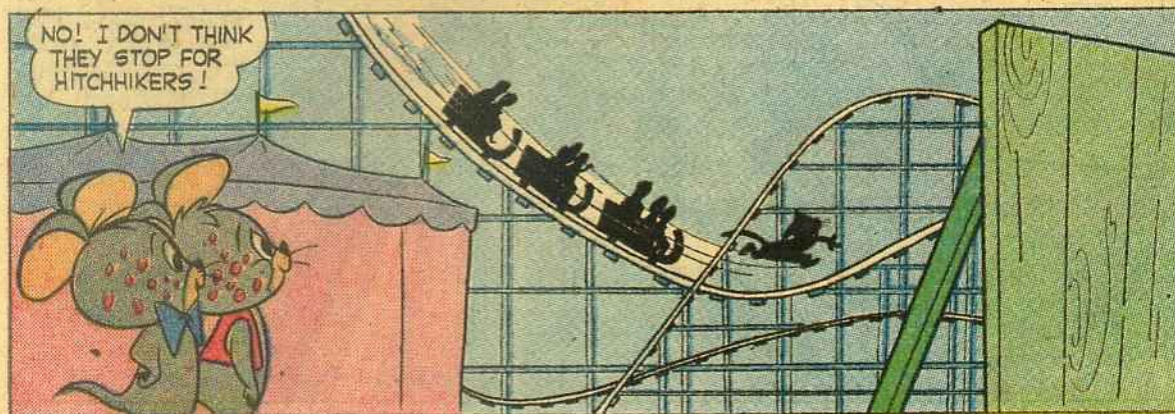
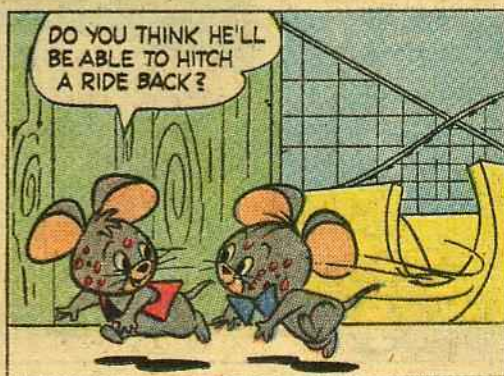


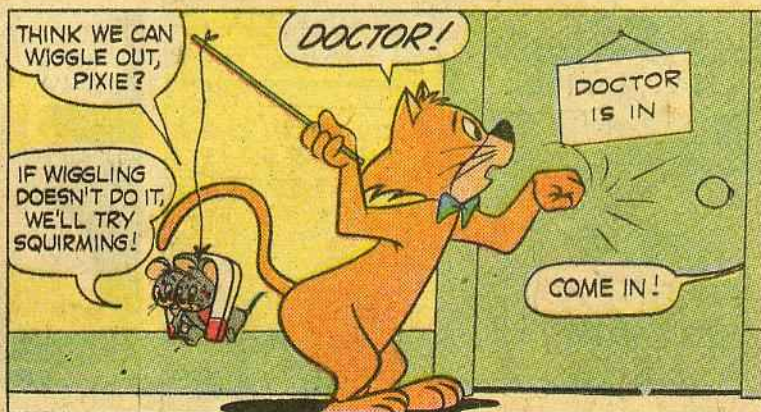
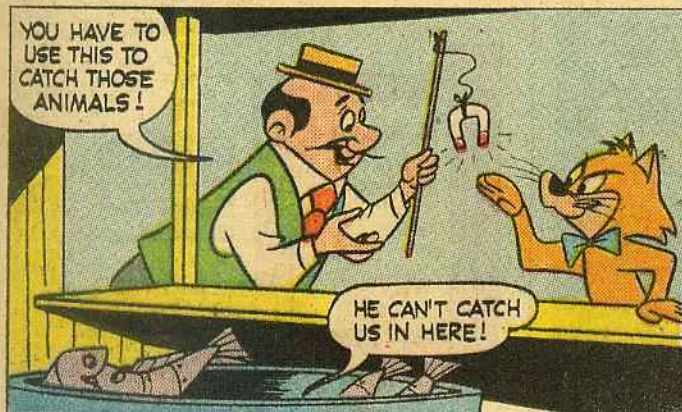


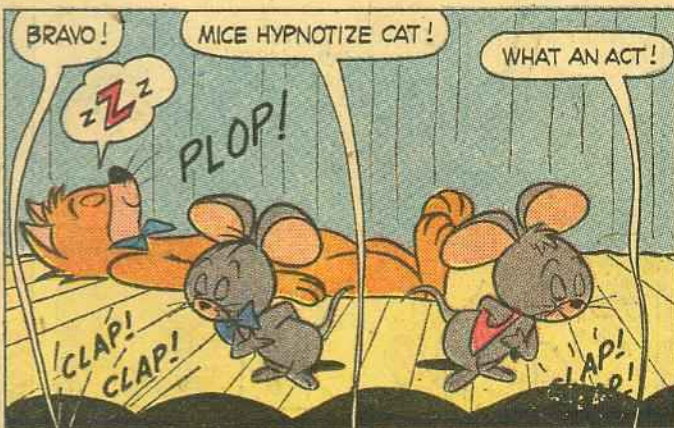






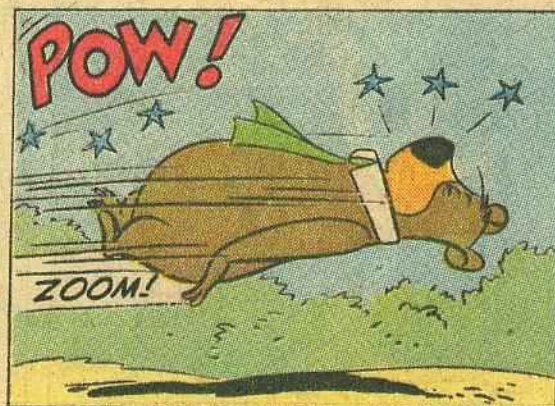










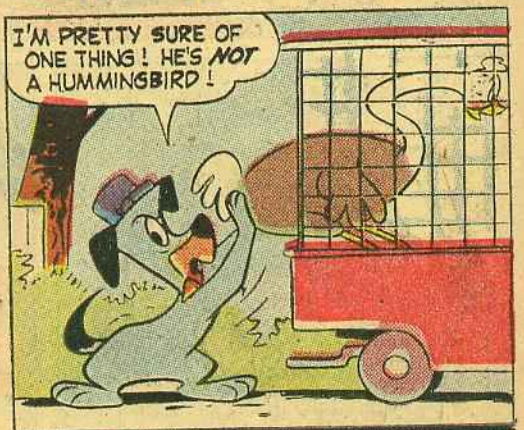
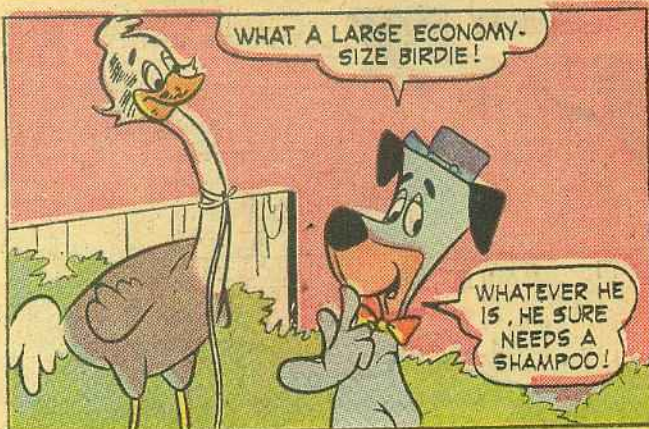


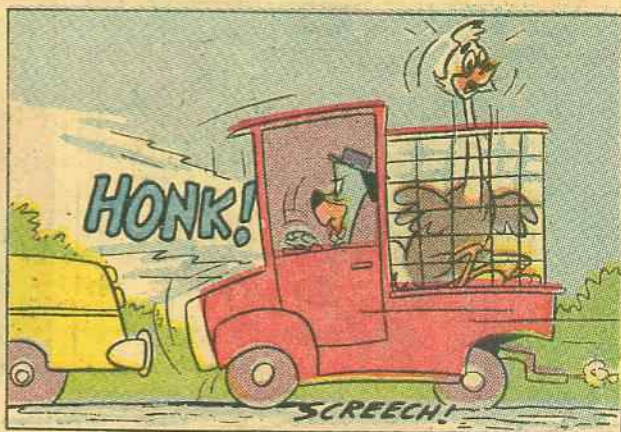
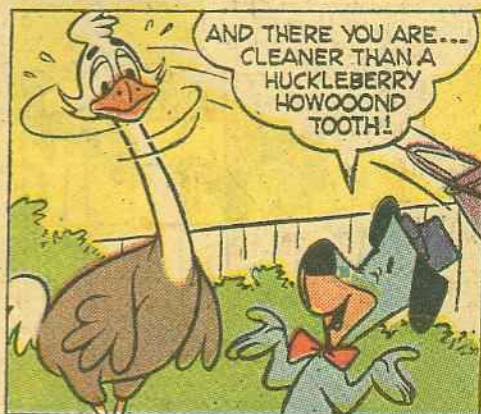


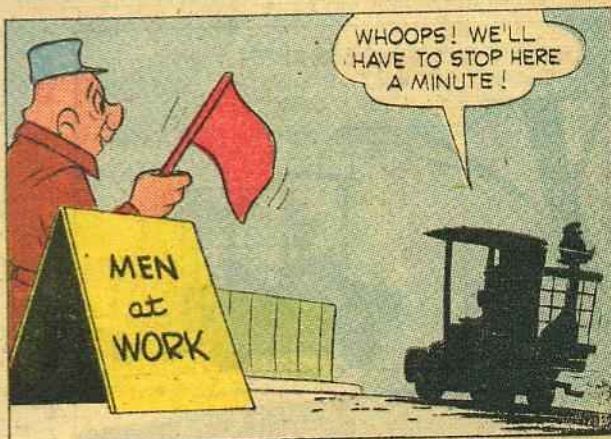
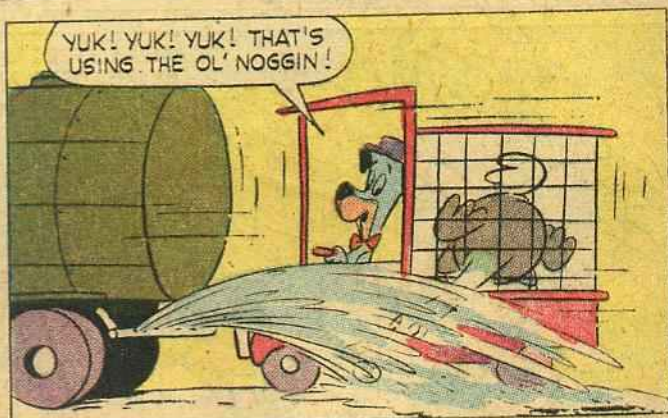


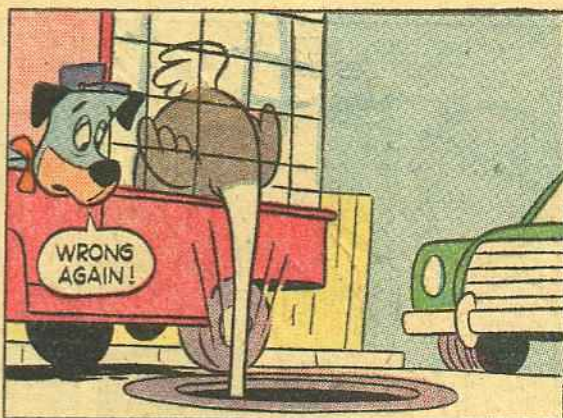
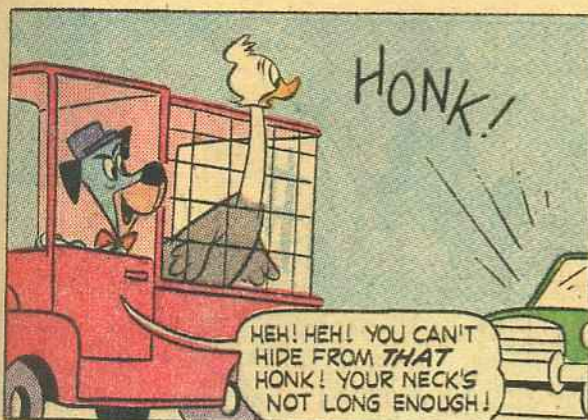


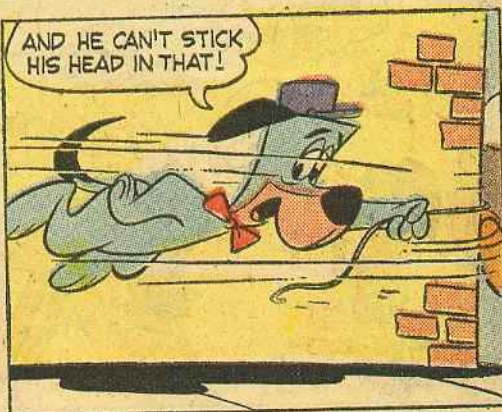
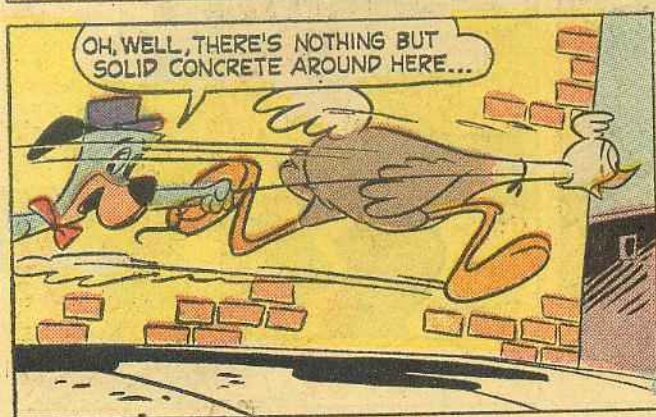
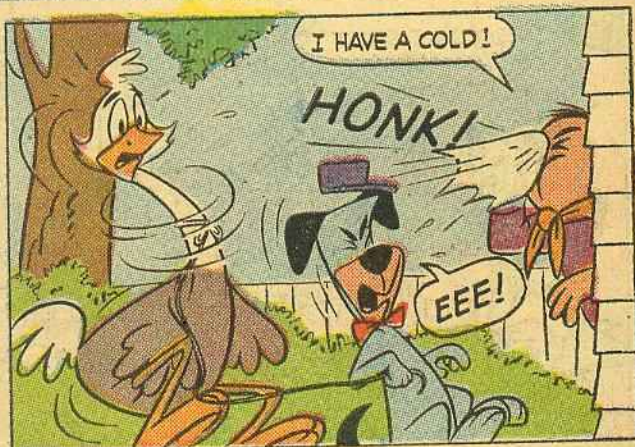
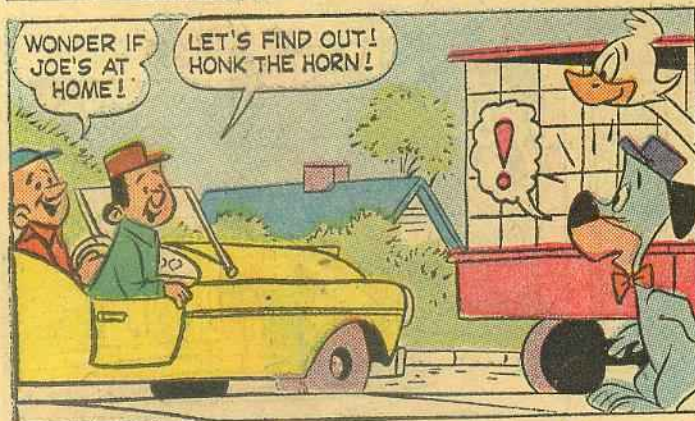
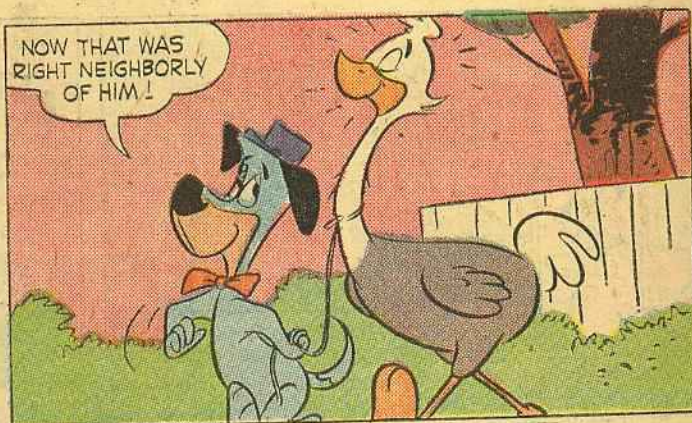


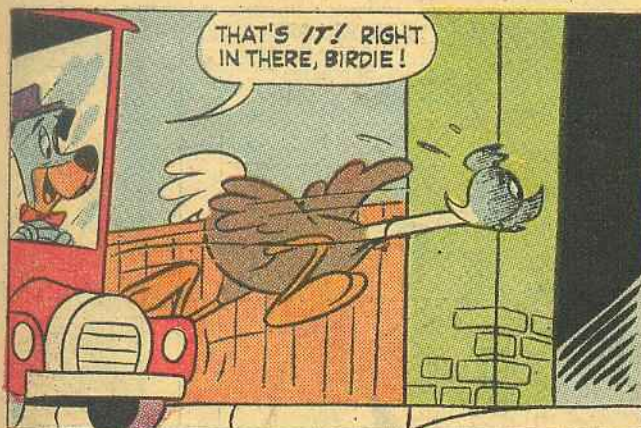
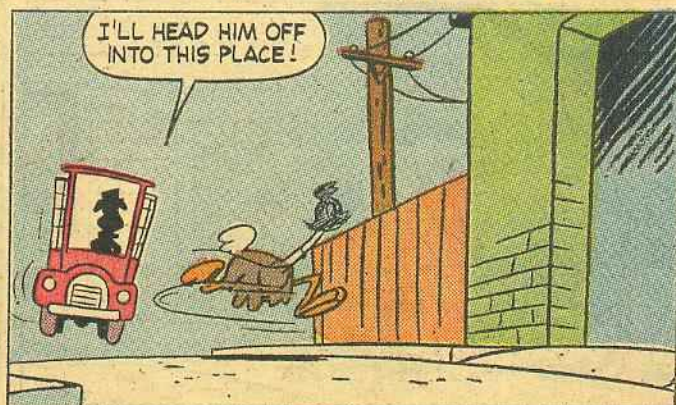
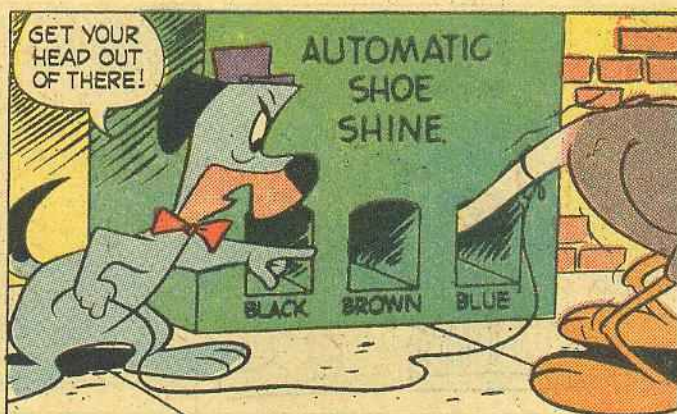


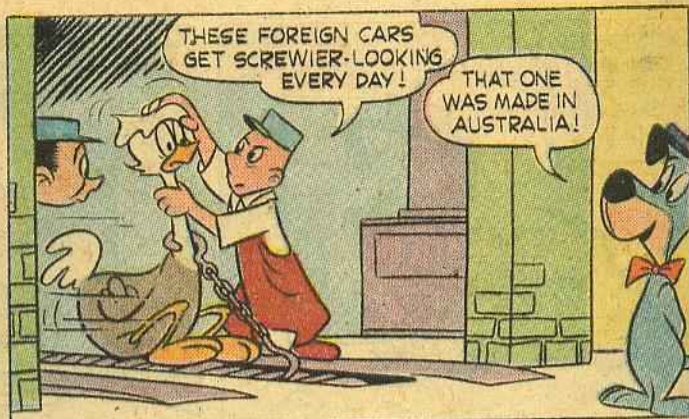


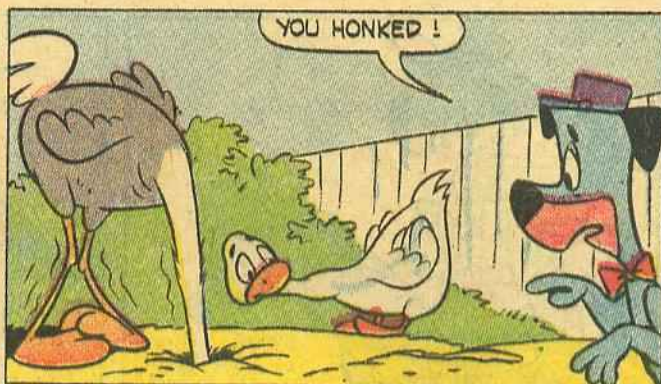
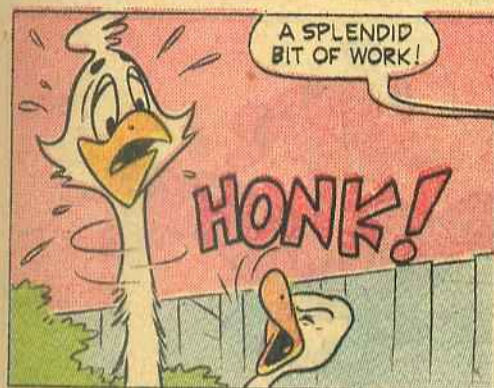
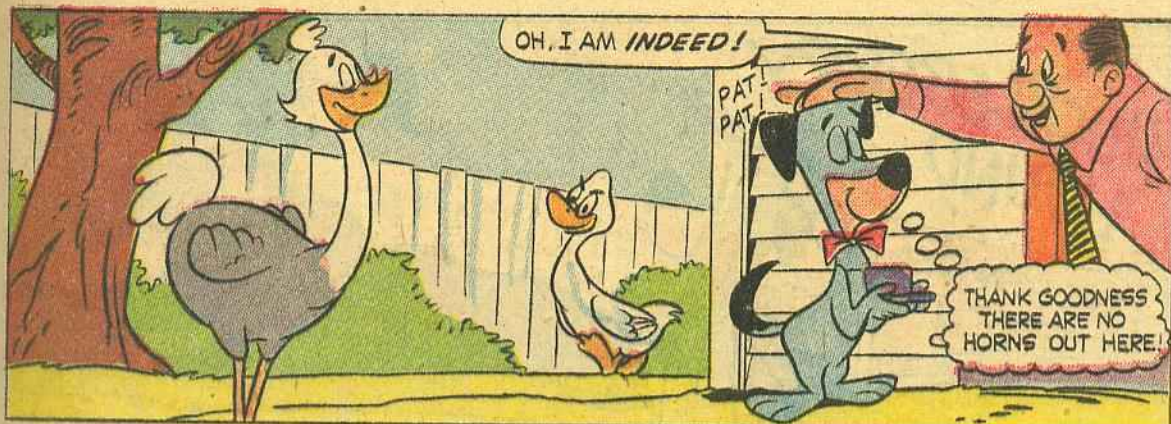


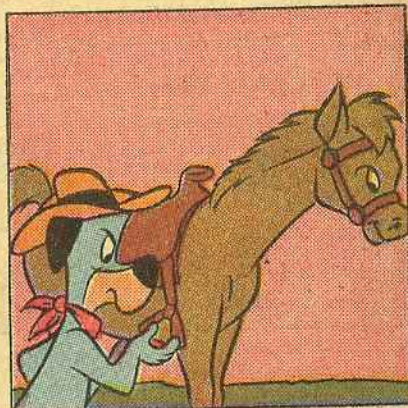
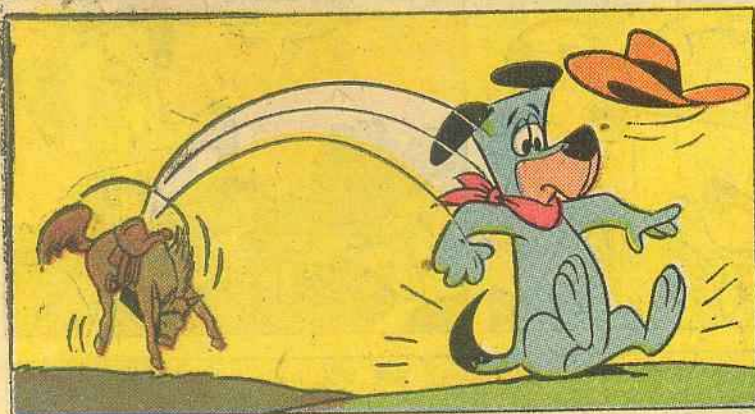
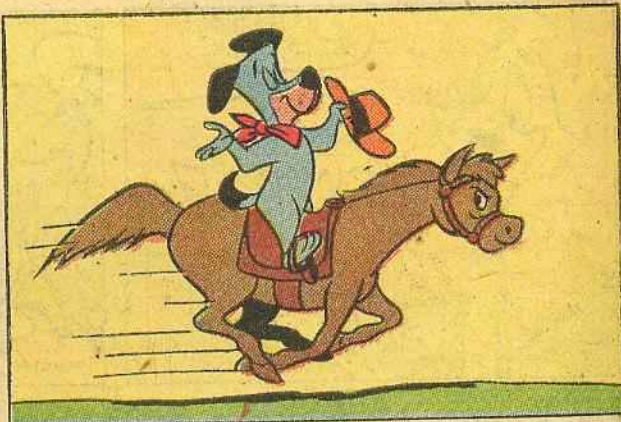
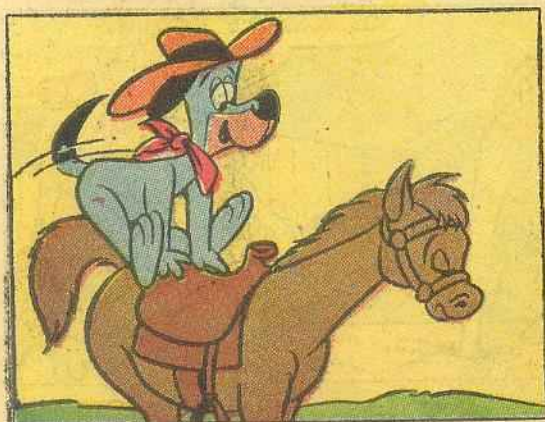
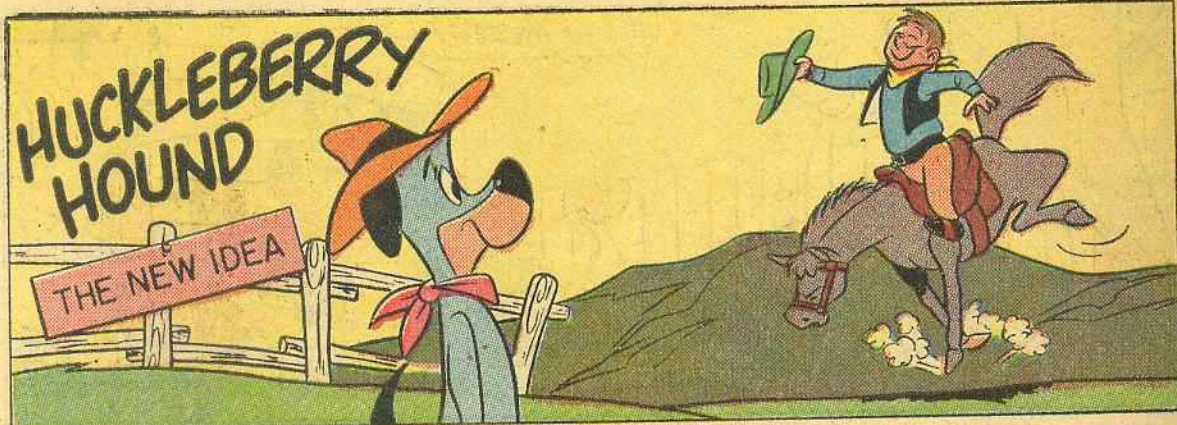






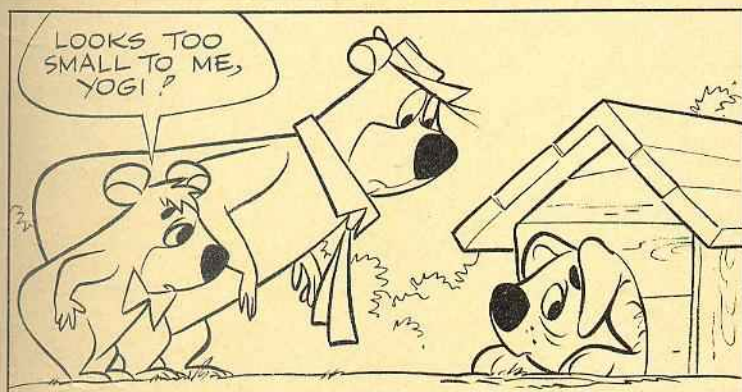
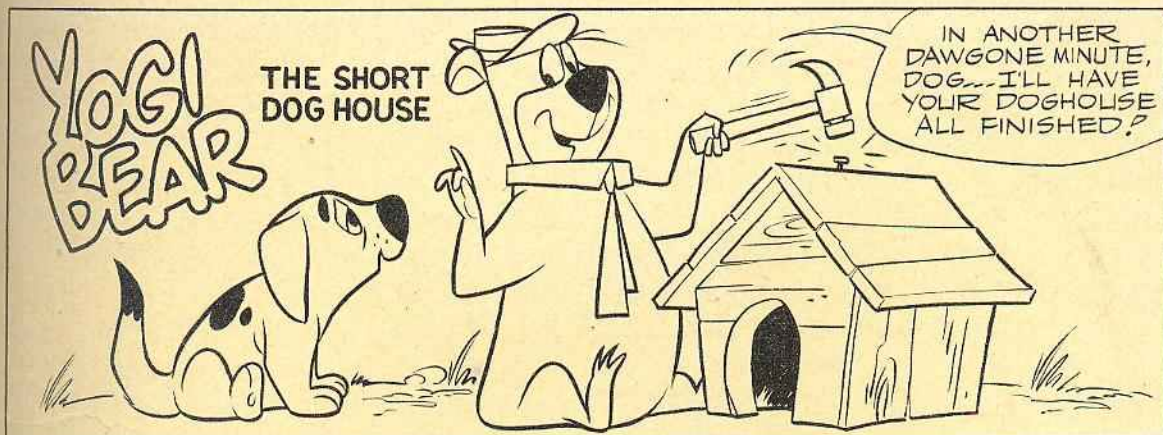


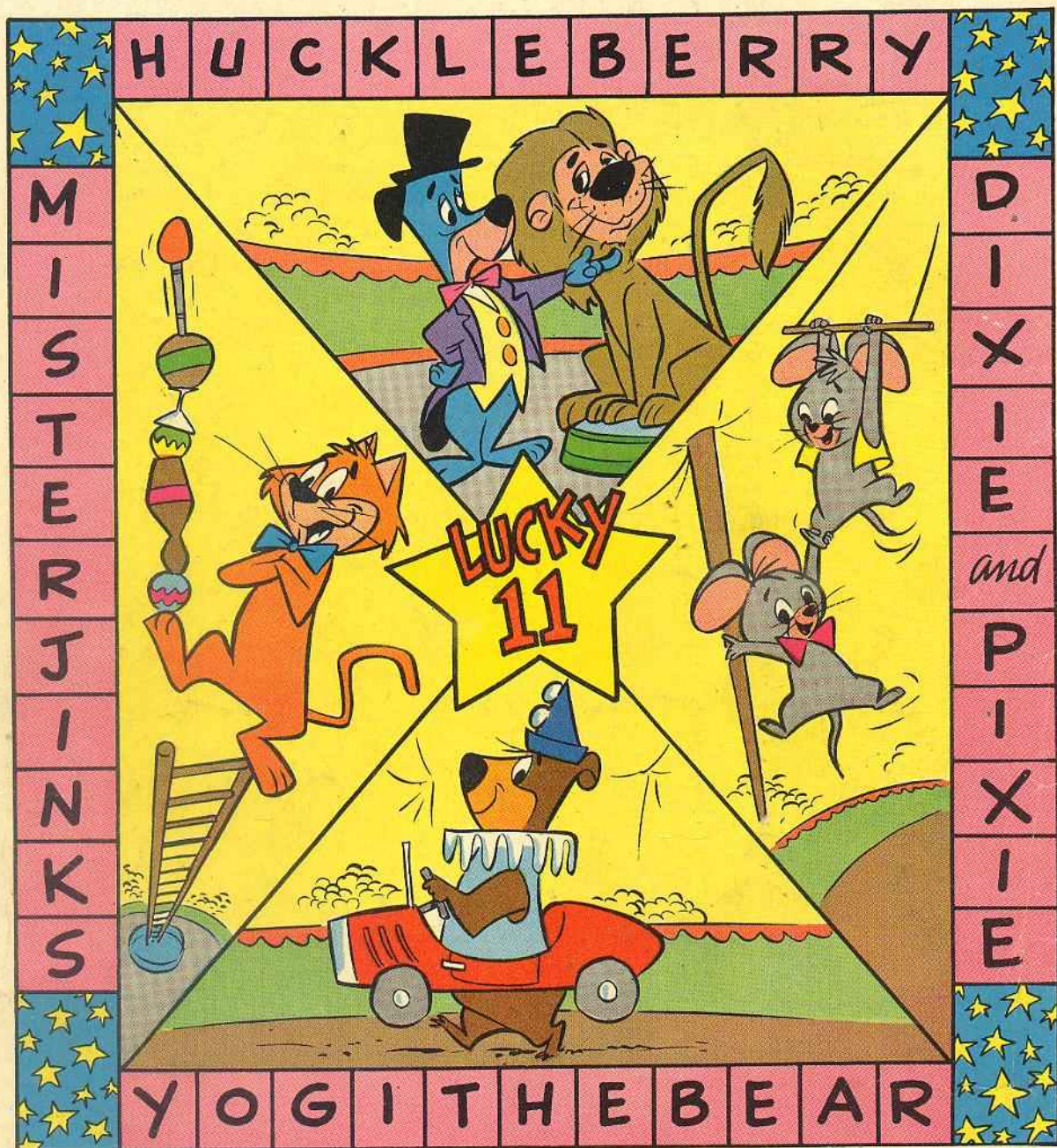




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Two, three, or four people can play Huckleberry's fast-moving game! First, take a piece of paper and rule off four sets of eleven squares, each the same size as the squares on the "Lucky 11" board. Print the words *Huckleberry*, *Dixie & Pixie*, *Yogi The Bear*, and *Mister Jinks*, placing one letter in each square. Then, cut the squares apart and mix them in a cup placed on the star in the center of the board. The players next choose a name of one of the characters and take turns drawing letters from the cup with eyes closed.

If a letter in the player's chosen name is drawn, he covers it on the board above, using the square he has drawn. Otherwise he returns the lettered square to the cup and hopes for better luck on his next turn. The first player to cover the eleven letters in his chosen name makes LUCKY ELEVEN and a bonus of seven. Then the other players count the letters they have covered and the points are recorded by a scorekeeper. Then, all the letters are returned to the cup to play eleven rounds to complete a game. High score wins.